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☐	L12	463/30.ccls.	344
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☐	L3	345/473.ccls.	972
☐	L2	345/420.ccls.	713
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1 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

3 Geographic Data Processing

George Nagy, Sharad Wagle

June 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 2

Full text available: pdf(4.20 MB) Additional Information: full citation, references, citings, index terms

4 Visual communication: An invitation to discuss computer depiction

Frédo Durand

June 2002 **Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(401.53 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper draws from art history and perception to place computer depiction in the broader context of picture production. It highlights the often underestimated complexity of the interactions between features in the picture and features of the represented scene.

Depiction is not always a unidirectional projection from a 3D scene to a 2D picture, but involves much feedback and influence from the picture space to the object space. Depiction can be seen as a pre-existing 3D reality projected onto ...

Keywords: computer depiction, interaction, non-photorealistic rendering, perception, visual arts

5 Computer Processing of Line-Drawing Images
Herbert Freeman
January 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 1
Full text available: pdf(3.18 MB) Additional Information: full citation, references, citings, index terms

6 Algorithm 777: HOMPACK90: a suite of Fortran 90 codes for globally convergent homotopy algorithms
Layne T. Watson, Maria Sosonkina, Robert C. Melville, Alexander P. Morgan, Homer F. Walker
December 1997 **ACM Transactions on Mathematical Software (TOMS)**, Volume 23 Issue 4
Full text available: pdf(254.59 KB) Additional Information: full citation, references, citings, index terms, review

Keywords: Chow-Yorke algorithm, curve tracking, fixed point

7 Sequential thematic organization of publications: how to achieve coherence in proposals and reports
J. R. Tracey, D. E. Rugh, W. S. Starkey
August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3
Full text available: pdf(3.80 MB) Additional Information: full citation, index terms

8 Session P8: nature visualization: Interactive visualization of complex plant ecosystems
Oliver Deussen, Carsten Colditz, Marc Stamminger, George Drettakis
October 2002 **Proceedings of the conference on Visualization '02**
Full text available: pdf(4.97 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a method for interactive rendering of large outdoor scenes. Complex polygonal plant models and whole plant populations are represented by relatively small sets of point and line primitives. This enables us to show landscapes faithfully using only a limited percentage of primitives. In addition, a hierarchical data structure allows us to smoothly reduce the geometrical representation to any desired number of primitives. The scene is hierarchically divided into local portions of geometr ...

Keywords: ecosystems, level-of-detail algorithms, point-based rendering, synthetic plants

9 XS-1: An integrated interactive system and its kernel
G. Beretta, H. Burkhart, P. Fink, J. Nievergelt, J. Stelovsky, H. Sugaya, A. Ventura, J. Weydert
September 1982 **Proceedings of the 6th international conference on Software engineering**
Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, references, citings, index

terms

We present a case study of an eXperimental integrated interactive System, XS-1, being implemented on small computers. The primary goal of this project is to provide experimental support for design principles that have emerged from a critique of the behavior of today's interactive systems, and from our earlier implementations. These design principles apply at the user's level and at the system designer's level. The user must have a model of the system that allows him at all times to obtain i ...

Keywords: Human factors, Interactive systems, Man-machine communication, System design

10 Modeling and rendering of realistic feathers

Yanyun Chen, Yingqing Xu, Baining Guo, Heung-Yeung Shum

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(11.62 MB) Additional Information: full citation, abstract, references, citings, index terms

We present techniques for realistic modeling and rendering of feathers and birds. Our approach is motivated by the observation that a feather is a branching structure that can be described by an L-system. The parametric L-system we derived allows the user to easily create feathers of different types and shapes by changing a few parameters. The randomness in feather geometry is also incorporated into this L-system. To render a feather realistically, we have derived an efficient form of the bidire ...

Keywords: L-system, bidirectional texture function, bird, feather, natural phenomena, rendering

11 Intuitive interfaces for animation: Crowdbrush: interactive authoring of real-time crowd scenes

Branislav Ulicny, Pablo de Heras Ciechomski, Daniel Thalmann

August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Full text available: pdf(568.92 KB) Additional Information: full citation, abstract, references, index terms

Recent advances in computer graphics techniques and increasing power of graphics hardware made it possible to display and animate large crowds in real-time. Most of the research efforts have been directed towards improving rendering or behavior control; the question how to author crowd scenes in an efficient way is usually not addressed. We introduce a novel approach to create complex scenes involving thousands of animated individuals in a simple and intuitive way. By employing a brush metaph ...

12 DYNAMITE: dynamic task nets for software process management

Peter Heimann, Gregor Joeris, Carl-Arndt Krapp, Bernhard Westfechtel

May 1996 **Proceedings of the 18th international conference on Software engineering**

Full text available: pdf(1.07 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

Managing the software development and maintenance process has been identified as a great challenge for several years. Software processes are highly dynamic and can only rarely be planned completely in advance. Dynamic task nets take this into account. They are built and modified incrementally as a software process is executed. Dynamic task nets have been designed to solve important problems of process dynamics, deciding product-dependent structure evolution, feedback, and concurrent engineering. ...

Keywords: DYNAMITE, concurrent engineering, dynamic task nets, editing, enactment, feedback, incremental modification, planning, process dynamics, product-dependent structure evolution, programmed graph rewriting system, software development, software maintenance, software management, software process management

13 Resourceful systems for fault tolerance, reliability, and safety

Russell J. Abbott

March 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 1

Full text available: pdf(3.36 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Above all, it is vital to recognize that completely guaranteed behavior is impossible and that there are inherent risks in relying on computer systems in critical environments. The unforeseen consequences are often the most disastrous [Neumann 1986]. Section 1 of this survey reviews the current state of the art of system reliability, safety, and fault tolerance. The emphasis is on the contribution of software to these areas. Section 2 reviews current approaches to software fault ...

14 Measuring the dynamic behaviour of AspectJ programs

Bruno Dufour, Christopher Goard, Laurie Hendren, Oege de Moor, Ganesh Sittampalam, Clark Verbrugge

October 2004 **ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLAN Conference on Object-oriented programming, systems, languages, and applications**, Volume 39 Issue 10

Full text available: pdf(226.86 KB) Additional Information: full citation, abstract, references, index terms

This paper proposes and implements a rigorous method for studying the dynamic behaviour of AspectJ programs. As part of this methodology several new metrics specific to AspectJ programs are proposed and tools for collecting the relevant metrics are presented. The major tools consist of: (1) a modified version of the AspectJ compiler that tags bytecode instructions with an indication of the cause of their generation, such as a particular feature of AspectJ; and (2) a modified version of the *J ...

Keywords: AspectJ, aspect-oriented programming, dynamic metrics, java, optimization, performance, program analysis

15 A software engineering perspective on algorithmics

Karsten Weihe

March 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 1

Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, index terms, review

An algorithm component is an implementation of an algorithm which is not intended to be a stand-alone module, but to perform a specific task within a large software package or even within several distinct software packages. Therefore, the design of algorithm components must also incorporate software-engineering aspects. A key design goal is adaptability. This goal is important for maintenance throughout a project, prototypical development, and reuse in new, unforseen contex ...

Keywords: algorithm engineering

16 Developing and empirically evaluating robust explanation generators: the KNIGHT

experiments
James C. Lester, Bruce W. Porter
March 1997 **Computational Linguistics**, Volume 23 Issue 1

Full text available: pdf(2.64 MB) Publisher Site Additional Information: full citation, abstract, references, citings

To explain complex phenomena, an explanation system must be able to select information from a formal representation of domain knowledge, organize the selected information into multisentential discourse plans, and realize the discourse plans in text. Although recent years have witnessed significant progress in the development of sophisticated computational mechanisms for explanation, empirical results have been limited. This paper reports on a seven-year effort to empirically study explanation ge ...

17 Robust epsilon visibility
Florent Duguet, George Drettakis
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(4.33 MB) Additional Information: full citation, abstract, references, citings, index terms

Analytic visibility algorithms, for example methods which compute a subdivided mesh to represent shadows, are notoriously unrobust and hard to use in practice. We present a new method based on a generalized definition of extremal stabbing lines, which are the extremities of shadow boundaries. We treat scenes containing multiple edges or vertices in degenerate configurations, (e.g., collinear or coplanar). We introduce a robust ε method to determine whether each generalized extremal stabb ...

Keywords: 3D visibility, epsilon visibility, illumination, robust visibility predicates, shadow algorithms

18 Chiron-1: a software architecture for user interface development, maintenance, and run-time support
Richard N. Taylor, Kari A. Nies, Gregory Alan Bolcer, Craig A. MacFarlane, Kenneth M. Anderson, Gregory F. Johnson
June 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 2

Full text available: pdf(2.65 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The Chiron-1 user interface system demonstrates key techniques that enable a strict separation of an application from its user interface. These techniques include separating the control-flow aspects of the application and user interface: they are concurrent and may contain many threads. Chiron also separates windowing and look-and-feel issues from dialogue and abstract presentation decisions via mechanisms employing a client-server architecture. To separate application code from user interf ...

Keywords: artists, client-server, concurrency, event-based integration, user interface architectures

19 Decoupled simulation in virtual reality with the MR toolkit
Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun
July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: pdf(2.65 MB) Additional Information: full citation, references, citings, index terms

Keywords: interaactive 3D graphics, user interface software

20 Agent-based modeling and simulation: Simulation using software agents II: domain-general simulation and planning with physical schemas

Marc S. Atkin, David L. Westbrook, Paul R. Cohen

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Full text available: pdf(98.28 KB) Additional Information: full citation, abstract, references, citings

Physical schemas are representations of simple physically grounded relationships and interactions such as "move," "push," and "contain." We believe they are the conceptual primitives an agent employs to understand its environment. Physical schemas can be used at varying levels of abstraction across a variety of domains. We have designed a domain-general agent simulation and control testbed based on physical schemas. If a domain can be described in physical terms as agents moving and applying for ...

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